48. (New) A method for creating a graphical program, the method comprising:

selecting a graphical program node in response to user input;

displaying a graphical user interface (GUI) for configuring operation of the graphical program node;

receiving user input to the GUI configuring desired operation of the graphical program node;

programmatically generating graphical source code based on the user input configuring desired operation of the graphical program node; and

displaying the programmatically generated graphical source code.

49. (New) The method of claim 48,

wherein said displaying the programmatically generated graphical source code comprises displaying the programmatically generated graphical source code in place of the node in the graphical program.

50. (New) The method of claim 48,

wherein said receiving user input to the GUI configuring desired operation of the graphical program node comprises receiving user input to the GUI configuring first operation of the graphical program node;

wherein the method further comprises:

receiving user input requesting to change operation of the node, after said programmatically generating the graphical source code;

re-displaying the graphical user interface (GUI) in response to the user input requesting to change operation of the node;

receiving user input to the GUI configuring second operation of the graphical program node; and

programmatically replacing the previously generated graphical source code with new graphical source code, wherein the new graphical source code implements the second operation.

selecting a graphical program node in response to user input;

displaying the graphical program node in a diagram after said selecting;

displaying a graphical user interface (GUI) after selecting the graphical program node;

receiving user input to the GUI configuring desired operation of the graphical program node; and

programmatically generating graphical source code based on the user input configuring desired operation of the graphical program node, wherein the graphical source code is programmatically generated as a sub-program of the graphical program node.

59. (New) The method of claim 58, further comprising:

receiving user input selecting the node after said programmatically generating the graphical source code; and

displaying the programmatically generated graphical source code in response to the user input selecting the node.

60. (New) A memory medium comprising program instructions for configuring a node in a graphical program, wherein the program instructions are executable to implement:

displaying a graphical program node in a diagram in response to user input;

displaying a graphical user interface (GUI) after displaying the graphical program node;

receiving user input to the GUI configuring the graphical program node;

programmatically generating graphical source code based on the user input configuring the graphical program node; and

displaying the programmatically generated graphical source code.

61. (New) The method of claim 60,